

## AMENDMENTS TO THE CLAIMS

The following listing of claims replaces all previous claims, and listings of claims, in the application.

**1. (Currently amended):** A game machine comprising:

a display module having multiple display areas, ~~that is each~~ each capable of displaying ~~initial imagery at the start of a game comprising a changing grouping of various~~ initial imagery at the start of a game and in final imagery at the end of said game, during the game the display module being capable of displaying changing symbols in each of said display areas comprising a final combination of symbols comprising a fixed grouping of symbols including non-morphing symbols and optionally at least one morphable ~~optionally a wild symbol, in a static display both in initial imagery at the start of a game and in final imagery at the end of said game, during the game the display module being capable of displaying changing symbols in each of said display areas comprising a final combination of symbols comprising a fixed grouping of symbols including non-morphing symbols and optionally at least one morphable wild symbol;~~

an evaluation module that can recognize arrangements of said symbols in said static display; ~~and including~~

~~a display mechanism that vibrates different symbols, portions of symbols, groups of symbols, or any combination thereof of said final imagery while said final imagery is displayed and while at least one of said morphable wild symbols morphs at least once from said morphable wild symbol to another symbol, thereby visually differentiating at least one of:~~

~~multiple winning win~~ multiple win arrangements of symbols including said ~~morphable~~ wild symbol, by which multiple wins are established; and

~~multiple win lines related to said multiple winning win~~ multiple win arrangements of said symbols including said ~~morphable~~ wild symbol, by which said multiple wins are established,

~~when wherein~~ wherein said evaluation module recognizes and determines multiple wins that based on a pre-determined combination of said symbols, in which at least one said ~~morphable~~ wild symbol is included, is arranged in such a way that said multiple wins are established by the shared inclusion of said at least one ~~morphable~~ wild symbol in at least two of said multiple ~~winning win~~ win arrangements of symbols;

wherein said evaluation module further recognizes and determines other wins; and

wherein said display ~~mechanism~~ module visually differentiates other wins from multiple wins that include a shared wild symbol, and uses a time interval to alternately change said ~~optional~~ at least one ~~morphable~~-wild symbol shared in said ~~winning arrangements~~ multiple wins to distinguish from the other types of said symbols that established said ~~winning arrangements~~ multiple wins.

2. **(Currently amended):** A game machine ~~comprising~~ according to claim 1, further including:

a display ~~module~~ having multiple display areas that is capable of displaying initial imagery at the start of a game comprising a changing grouping of symbols including non-morphing symbols and optionally at least one morphable wild symbol and final imagery at the end of said game comprising a final combination of symbols comprising a fixed grouping of symbols including non-morphing symbols and optionally at least one morphable wild symbol;

a symbol determining module that determines each said symbol in said initial and final imagery in said multiple display areas of said display module;

~~an evaluation module that can recognize arrangements of said symbols in said initial and final determined by said symbol determination module; and~~

a display mechanism that vibrates different symbols, portions of symbols, groups of symbols, or any combination thereof of said final imagery while said final imagery is displayed and while at least one of said ~~morphable~~ wild symbols morphs at least once from said ~~morphable~~ wild symbol to another symbol, ~~thereby visually differentiating at least one of:~~

~~multiple winning arrangements of symbols including said morphable wild symbol,  
by which multiple wins are established; and~~

~~multiple win lines related to said multiple winning arrangements of said symbols including said morphable wild symbol, by which said multiple wins are established;~~

~~when said evaluation module recognizes and determines that a pre-determined combination of said symbols, in which at least one said morphable wild symbol is included, is arranged in such a way that said multiple wins are established by the shared inclusion of said at least one wild symbol in at least two of said multiple winning arrangements of symbols;~~

wherein said ~~display mechanism~~ uses a time interval to change said optional at least one wild morphable symbol shared in said winning arrangements to the other types of said symbols that established said winning arrangements.

3. **(Currently amended):** The game machine as described in Claim 1, wherein said display ~~mechanism~~ module sequentially visually differentiates at least one of:

said multiple ~~winning~~ win arrangements of said symbols by which said multiple wins are established; and

said multiple win lines related to said multiple ~~winning~~ win arrangements of said symbols by which said multiple wins are established,

according to each individual winning pattern established by said multiple ~~winning~~ win arrangements of said symbols by which said multiple wins are established.

4. **(Currently amended):** The game machine as described in Claim 1, wherein said display ~~mechanism~~ module visually differentiates by vibrating in said display module said symbols that are arranged to establish said multiple wins which share ~~at least in one~~ common at least one of said at least one wild morphable symbol.

5. **(Canceled).**

6. **(Currently amended):** The game machine as described in Claim 2, wherein:

said display ~~mechanism~~ module displays said at least one ~~morphable~~ wild symbol in one of said display areas of said display module in a static display, while said symbols in other said display areas of said display module are displayed in a changing display; and

said at least one ~~morphable~~ wild symbol is vibrated when said evaluation module determines that said final ~~pre-determined~~ combination of symbols are arranged in said multiple ~~winning~~ win arrangements.

7. **(Currently amended):** The game machine as described in Claim 1, further comprising a selection module that selects a multiplication factor for game points that is pre-determined according to said ~~winning~~ multiple win arrangement of said symbols, wherein said multiplication factor, ~~together with said morphable wild symbol,~~ is displayed in each of said display areas of said display module where said at least one morphable wild symbol is displayed.

8. **(Currently amended):** A method for providing a game program, said method comprising the steps of:

providing a display having multiple display areas and displaying ~~initial imagery~~ display at ~~the start of a game comprising a changing grouping of various~~ symbols including non-morphing symbols and ~~optionally at least one morphable~~ optionally a wild symbol, in a static display both in initial imagery at the start of a game and final imagery at the end of said game, and during the game displaying changing symbols in each of said display areas ~~comprising a final combination of~~ symbols comprising a fixed grouping of symbols including non-morphing symbols and optionally at least one morphable wild symbol;

determining said symbols in said final imagery ~~display~~ in each of said display areas of said display;

recognizing an arrangement of said symbols in said final ~~display~~ imagery; and  
evaluating and determining other wins and multiple wins that include a common wild symbol ~~based on vibrating different symbols, portions of symbols, groups of symbols, or any combination thereof of said final imagery while said final imagery is displayed and while at least one of said morphable wild symbols morphs at least once from said morphable wild symbol to another symbol,~~ thereby

visually differentiating at least one of:

said arrangement of said symbols including said at least one morphable wild symbol, by which multiple wins are established in said static display~~[[,]]~~, and

a win line associated with said arrangement of said symbols including said at least one morphable wild symbol, by which said multiple wins are established~~[[,]]~~; and

other wins that do not include a wild symbol; and

when a pre-determined combination of said symbols is arranged so that said multiple wins are established by including at least one ~~of said morphable~~ wild symbol symbols; changing on a time interval a displayed one of said at least one ~~common~~ wild symbol shared in said winning arrangements to distinguish from the other types of said symbols that established said winning arrangements.

9. **(Currently amended):** The game machine as described in Claim 2, wherein said display mechanism sequentially visually differentiates at least one of:

said multiple winning win arrangements of said symbols by which said multiple wins are established; and

said multiple win lines related to said multiple winning win arrangements of said symbols by which said multiple wins are established,

according to each individual winning pattern established by said multiple winning win arrangements of said symbols by which said multiple wins are established.

10. **(Currently amended):** The game machine as described in Claim 2, wherein said display mechanism visually differentiates by vibrating in said display module said symbols that are arranged to establish said multiple wins which share ~~at least in one common~~ at least one of said at least one ~~morphable~~ wild symbol.

11. **(Currently amended):** The game machine as described in Claim 3, wherein said display ~~mechanism~~ module visually differentiates by vibrating in said display module said symbols that are arranged to establish said multiple wins which share in common at least one of said at least one optional ~~common~~ wild symbol.

12.-13. (Canceled).

14. **(Currently amended):** The game machine as described in Claim 2, further comprising a selection module that selects a multiplication factor for game points that is pre-determined according to said ~~winning~~ multiple win arrangement of said symbols, wherein said multiplication factor, together with said wild symbol, is displayed in each of said display areas of said display module where said at least one morphable wild symbol is displayed.

15. **(Currently amended):** The game machine as described in Claim 3, further comprising a selection module that selects a multiplication factor for game points that is pre-determined according to said winning arrangement of said symbols, wherein said multiplication factor, ~~together with said morphable wild symbol,~~ is displayed in each of said display areas of said display module where said at least one morphable wild symbol is displayed.

16. **(Currently amended):** The game machine as described in Claim 4, further comprising a selection module that selects a multiplication factor for game points that is pre-determined according to said ~~winning~~ multiple win arrangement of said symbols, wherein said multiplication factor, ~~together with said morphable wild symbol,~~ is displayed in each of said display areas of said display module where said at least one morphable wild symbol is displayed.

17. **(Canceled).**

18. **(Currently amended):** A method of providing a game, said method comprising the steps of:

providing a display displaying initial imagery at the start of a game comprising a ~~changing~~ grouping of symbols ~~including non-morphing symbols~~ and optionally at least one ~~morphable~~ wild symbol and final imagery at the end of said game comprising a final combination of symbols comprising a fixed grouping of symbols ~~including non-morphing symbols~~ and optionally at least one ~~morphable~~ wild symbol, during the game displaying changing symbols;

recognizing an arrangement of said symbols in said final imagery that involve multiple wins that include a common wild symbol and other wins; and

~~vibrating different symbols, portions of symbols, groups of symbols, or any combination thereof of said final imagery while said final imagery is displayed and while at least one of said morphable wild symbols morphs at least once from said morphable wild symbol to another symbol, thereby visually~~

differentiating at least one of:

said arrangement of said symbols by which multiple wins are established in said final imagery[[]], and

a win line associated with said arrangement of said symbols including said at least one optional morphable wild symbol, by which said multiple wins are established[[]]; and

other wins that do not include a wild symbol;

when a pre-determined combination of said symbols including said at least one optional morphable wild symbol[[]] is arranged so that said multiple wins are established by including said at least one of said optional morphable wild symbol symbols; alternately changing on a time interval a displayed one of said at least one common morphable optional wild symbol shared in said winning arrangements to distinguish from the other types of said symbols that established said winning arrangements.

**19. (Currently amended):** The method as described in Claim 8, wherein at least one of[[]] said arrangement of said symbols by which said multiple wins are established and said win line associated with said arrangement of said symbols by which said multiple wins are established are sequentially visual differentiated according to each individual winning pattern established by said arrangement of said symbols by which said multiple wins are established.

**20. (Currently Amended):** The method as described in Claim 8, wherein said step of providing a visual display comprises the step of vibrating said symbols that are arranged to establish said multiple wins which share at least in one common at least one of said at least one optional wild morphable symbol.

**21. (Canceled).**

22. **(Currently amended):** The method as described in Claim 8, wherein:

said at least one morphable wild symbol in one of said display areas in said initial imagery display is static, while said symbols in other said display areas of said display are changing; and  
said at least one morphable wild symbol is vibrated when said pre-determined combination of said symbols is arranged so that said multiple wins are established.

23. **(Currently amended):** The method as described in Claim 8, further comprising the step of selecting a multiplication factor for game points that is pre-determined according to said arrangement of said symbols, wherein said multiplication factor, ~~together with said morphable wild symbol,~~ is displayed in each of said display areas of said display where said at least one optional morphable wild symbol is displayed.

24. **(Currently amended):** A game machine comprising:

a display module that is capable of displaying initial imagery display at the start of a game ~~comprising a changing grouping of symbols including non-morphing symbols and~~ optionally at least one ~~morphable~~ wild symbol and final imagery at the end of said game comprising a final combination of symbols comprising a fixed grouping of symbols including ~~non-morphing symbols and~~ optionally at least one ~~morphable~~ wild symbol, during the game the display module being capable of displaying changing symbols;

an evaluation module that can recognize arrangements of the symbols in the final imagery and can determine that a pre-determined combination of symbols is ~~is~~ [[are]] arranged to establish at least one winning arrangement both with and without a wild symbol; ~~and~~

a display ~~mechanism~~ module that visually alters the final imagery displayed by the display module to indicate the symbols that establish multiple winning arrangements when at least two of the multiple winning arrangements of symbols are established by the shared inclusion in ~~of a~~ common of the at least one optional morphable wild symbol ~~by vibrating different symbols, portions of symbols, groups of symbols, or any combination thereof of said final imagery while said final~~



imagery is displayed and while at least one of said morphable wild symbols morphs at least once from said morphable wild symbol to another symbol, thereby visually differentiating at least one of:

said multiple winning arrangements of symbols including said at least one optional morphable wild symbol[[;]], and

multiple win lines related to said multiple winning arrangements of symbols including said at least one optional morphable wild symbol[[.]]; and

a selection module that selects a multiplication factor for game points, the selected multiplication factor being pre-determined according to said multiple winning arrangements of said symbols,

wherein the display mechanism module uses a time interval to alternatingly alternately change a displayed one of said at least one optional morph the common wild symbol shared in common in the winning arrangements to distinguish from display of the other types of symbols that established the winning arrangements, and to display said multiplication factor in combination with said at least one optional wild symbol and in combination with said alternately-displayed other types of symbols.

**25. (New):** The game machine as described in Claim 1, wherein the display module is operable to display the final imagery by vibrating different symbols, portions of symbols, groups of symbols, or any combination thereof of said final imagery while said final imagery is displayed and while said at least one optional wild symbol is alternately changed to said other types of symbols.

**26. (New):** The game machine as described in Claim 2, wherein the display module is operable to display the final imagery by vibrating different symbols, portions of symbols, groups of symbols, or any combination thereof of said final imagery while said final imagery is displayed and while said at least one optional wild symbol is alternately changed to said other types of symbols.

**27. (New):** The method as described in Claim 8, further comprising the step of vibrating different symbols, portions of symbols, groups of symbols, or any combination thereof of said final

imagery while said final imagery is displayed and while said at least one optional wild symbol is alternately changed to said other types of symbols.

**28. (New):** The method as described in Claim 18, further comprising the step of vibrating different symbols, portions of symbols, groups of symbols, or any combination thereof of said final imagery while said final imagery is displayed and while said at least one optional wild symbol is alternately changed to said other types of symbols.

**29. (New):** The game machine as described in Claim 24, wherein the display module is operable to display the final imagery by vibrating different symbols, portions of symbols, groups of symbols, or any combination thereof of said final imagery while said final imagery is displayed and while said at least one optional wild symbol is alternately changed to said other types of symbols.